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CENTRAL FAX CENTER

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Serial Number: 10/562,940

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently pending) A zero gravity casino comprising:

a chamber;

games of chance housed within the chamber and adapted for being played in zero gravity, including means for enclosing game boards, playing objects and wagering tokens within enclosures to confine the objects and tokens within an enclosed space to prevent the objects and tokens from floating away;

seating devices for positioning and holding players within playing distance of the games of chance; and

wagering devices for accepting and paying wagers from the players on the games of chance.

2. (currently pending) A casino chamber adapted for use in a zero gravity, micro gravity or variable gravity environment, comprising:

a modular, sealed chamber adapted for being launched into space, adapted for operation in space, adapted for placement aboard an air or space vehicle, and adapted for accommodating gaming devices, game players and staff people;

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gaming devices housed within the chamber and adapted to receive gaming objects and to prevent them from floating away;

devices within the chamber for positioning the game players and staff people at positions nearby the gaming devices; and

devices to accommodate wagering on the gaming devices.

3. (currently pending) A game of chance adapted for use in a zero gravity, micro gravity or variable gravity environment, comprising:

a game environment having an enclosure and having internal positions representing winning and losing positions and adapted for receiving movable game objects, and adapted to prevent the game objects from floating away;

means for randomizing the game objects;

means for introducing the game objects into the game environment;

means for randomly urging the game objects onto winning and losing positions within the game environment;

means for positioning players and staff people at playing positions adjacent to the game environment;

means for enabling players to wager on the game;

means for ending the game and for determining winners and losers; and

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means for viewing the operation and results of the game.

4. (currently amended) The game of chance of claim 3 wherein:  
said game of chance is digitally simulated as A virtual game of chance, that  
simulates game play in a simulated zero gravity, micro gravity or variable gravity  
environment, comprising:

~~a simulated game environment having a simulated enclosure and having~~  
~~simulated positions representing winning and losing positions and adapted~~  
~~for simulating the receipt and confinement of simulated movable game~~  
~~objects;~~

~~means for randomizing the simulated game objects;~~

~~means for introducing the simulated game objects into the game~~  
~~environment;~~

~~means for simulating the random urging of the simulated game objects~~  
~~onto winning and losing positions within the simulated game environment;~~

~~means for simulating players at simulated playing positions adjacent to the~~  
~~simulated game environment;~~

~~means for enabling players to wager on the game;~~

~~means for ending the game and for determining winning and losing~~  
~~wagers; and~~

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~~means for viewing the simulated game environment and operation and results of the game and simulated game objects.~~

5. (currently amended) The zero gravity casino of claim 1 wherein one of the games of chance housed within the chamber is:

A zero gravity roulette game, comprising:

a roulette game board;

a rotatable roulette wheel housed within a closed, transparent chamber, the wheel having numerous positions adapted to receive a ball, the container being adapted to prevent the ball from floating away in zero gravity;

means for introducing the ball into a randomizing device adjacent to the chamber;

means for introducing the ball into the chamber;

means for producing random motion in the ball;

means for urging the ball toward the wheel;

means for receiving wagers from players;

means for capturing the ball into one position on the wheel in random fashion; and

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means for determining and viewing a winning position of the ball.

6. (currently amended) The zero gravity casino of claim 1 wherein one of the games of chance housed within the chamber is:

A zero gravity craps game, comprising:

a craps game board housed within a closed, transparent chamber, the board having numerous positions adapted to display markings of winning and losing positions on a pair of dice thrown into the chamber, the chamber being adapted to prevent the dice from floating away in zero gravity;

means for introducing the dice into a randomizing device adjacent to the chamber;

means for producing random motion in the dice;

means for introducing the dice into the chamber after randomization;

means for urging the dice toward the board;

means for receiving wagers from players;

means for capturing the dice into a random position on the board; and

means for determining and viewing a winning position of the dice.

7. (currently amended) The zero gravity casino of claim 1 wherein one of the

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games of chance housed within the chamber is:

A zero gravity lottery game, comprising:

an enclosed transparent chamber adapted to receive floating balls and to prevent the balls from floating away in zero gravity;

means for positioning balls near the chamber;

means for randomizing the balls;

means for introducing the balls into the chamber;

means for receiving wagers from players;

means for capturing a winning group of balls;

means for removing the winning group of balls from the chamber; and

means for viewing the winning group of balls.

8. (currently amended) The zero gravity casino of claim 1 wherein one of the games of chance housed within the chamber is:

A zero gravity Sixteen game, comprising:

an enclosed transparent chamber adapted to receive floating balls and to prevent the balls from floating away in zero gravity;

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means for randomizing the balls;

means for introducing the balls into the chamber;

means for receiving wagers from players;

means for capturing a winning group of 16 balls; and

means for viewing the winning group of balls.

9. (currently amended) The zero gravity casino of claim 1 wherein one of the games of chance housed within the chamber is a:

A zero gravity Byte game, comprising:

an enclosed transparent chamber adapted to receive floating balls and to prevent the balls from floating away in zero gravity;

means for randomizing the balls;

means for introducing the balls into the chamber;

means for receiving wagers from players;

means for capturing a winning group of 8 balls representing a computer byte; and

means for viewing the winning group of balls.

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10. (cancelled)

11. (currently amended) A method for operating ~~games of chance in a zero-gravity environment, comprising the steps of: a zero gravity casino wherein the~~ games of chance in said casino comprise the steps of:

providing an enclosed transparent chamber having a gaming board and adapted to receive gaming objects, the chamber adapted to prevent the objects from floating away in zero gravity;

accepting wagers from players on the gaming objects;

introducing the gaming objects into the chamber to start a game;

randomizing the gaming objects;

causing the gaming objects to cease motion so as to end the game;

viewing all activity within the chamber; and

determining one or more winning and/or losing wagers.

12. (cancelled)

13. (cancelled)

14. (new) The casino chamber adapted for use in a zero gravity, micro gravity or variable gravity environment of claim 2, wherein one of the gaming devices housed within the chamber is:



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**A zero gravity lottery game, comprising:**

**an enclosed transparent chamber adapted to receive floating balls and to prevent the balls from floating away in zero gravity;**

**means for positioning balls near the chamber;**

**means for randomizing the balls;**

**means for introducing the balls into the chamber;**

**means for receiving wagers from players;**

**means for capturing a winning group of balls;**

**means for removing the winning group of balls from the chamber; and**

**means for viewing the winning group of balls.**

**15. (new) The casino chamber adapted for use in a zero gravity, micro gravity or variable gravity environment of claim 2, wherein one of the gaming devices housed within the chamber is:**

**A zero gravity Sixteen game, comprising:**

**an enclosed transparent chamber adapted to receive floating balls and to prevent the balls from floating away in zero gravity;**

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means for randomizing the balls;

means for introducing the balls into the chamber;

means for receiving wagers from players;

means for capturing a winning group of 16 balls; and

means for viewing the winning group of balls.

16. (new) The casino chamber adapted for use in a zero gravity, micro gravity or variable gravity environment of claim 2, wherein one of the gaming devices within the chamber is a:

A zero gravity Byte game, comprising:

an enclosed transparent chamber adapted to receive floating balls and to prevent the balls from floating away in zero gravity;

means for randomizing the balls;

means for introducing the balls into the chamber;

means for receiving wagers from players;

means for capturing a winning group of 8 balls representing a computer byte; and

means for viewing the winning group of balls.